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PILOT OF THE FUTURE

THE STORY SO FAR...
COLONEL DAN DARE HAS LOCATED THE ASTEROID BASE OF HIS ARCH ENEMY – THE EVIL MEKON...HE MUST DESTROY THE BASE AT ALL COSTS! BUT FIRST, HE MUST DEFEAT THE DEADLY TREENS AND THEIR EVIL MASTER...

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INTRO

Welcome to Play to Win III. In the six months Play to Win has been running it has quickly established itself as one of your favourite columns.

It's not surprising really. With the game makers striving to make their games ever more difficult we all need a little help now and again. Which brings me to the subject of our helpers. Spare a thought for the mappers who will often play into the middle of the night to make sure Play to Win gest the big maps first.

For most of this year two people have been the backbone of Play to Win — Daniel Gilbert and Adrian Bott from Heathfield.

Between them Dan and Adrian delivered the first maps published in the UK of MERCENARY I and II, DRUID, FAIRLIGHT, WIZARDRY, V and many others.

Our brilliant partnership has been encroached upon by the academic world, with Manchester University poaching Adrian to study English Literature.

We are not saying goodbye to Adrian though, as he promises to fit some serious mapping in between all that Shakespeare and Chaucer.

Adrian's departure does mean, however, that there is a vacancy in the regular Play to Win team. If you think you fit the bill write in and tell us why, listing the games you have cracked.

We pay good money to good gamers for original maps and tips, plus great perks like free games, T shirts, fame, and expenses-paid trips to the C U office. Remember though, we're very demanding.

CREDITS

DAN DARE

SPLIT PERSONALITIES

IRIDIS ALFA

PARALLAX

MONTY ON THE RUN

INFILTRATOR

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Eugene Lacey
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STAFF WRITER
Mike Pattenden
DESIGN
Graphic Impressions

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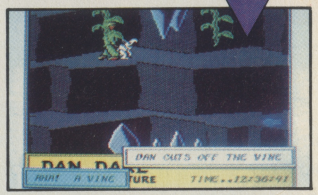

8 **Split Personalities** ▶ If you are the kind of person who has trouble with people's faces you are going to need the help of Felix Hamilton's patented facial cure.

11 **Iridis Alfa** ▶ The hippy's latest game is a somewhat complicated shoot 'em up. Adrian Bott explains.

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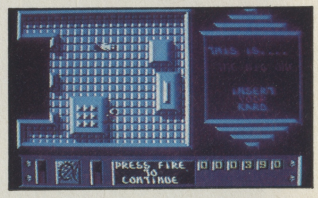
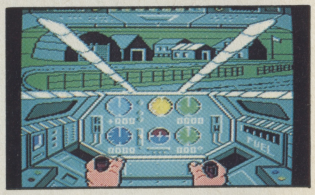
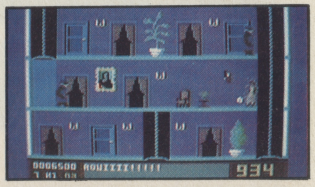


16 **Infiltrator** ▶ Chris Grey's game has caused a few sleepless nights judging from your letters. Help is here all the way from Sweden.



20 **Monty on the Run** ▶ C16 gamers will be grateful for this map of Monty. Thanks to Jason Stergold of Essex.



DAN DARE

DAN DARE: The complete solution. Daniel Dare is just another of the famous faces to make the computer scene in the past couple of months and the game certainly lived up to the comics. Its tough though — so we thought you'd appreciate a helping hand

ABOVE GROUND

You start the game on top of the planet's surface. The best thing to do first is to find the vines.

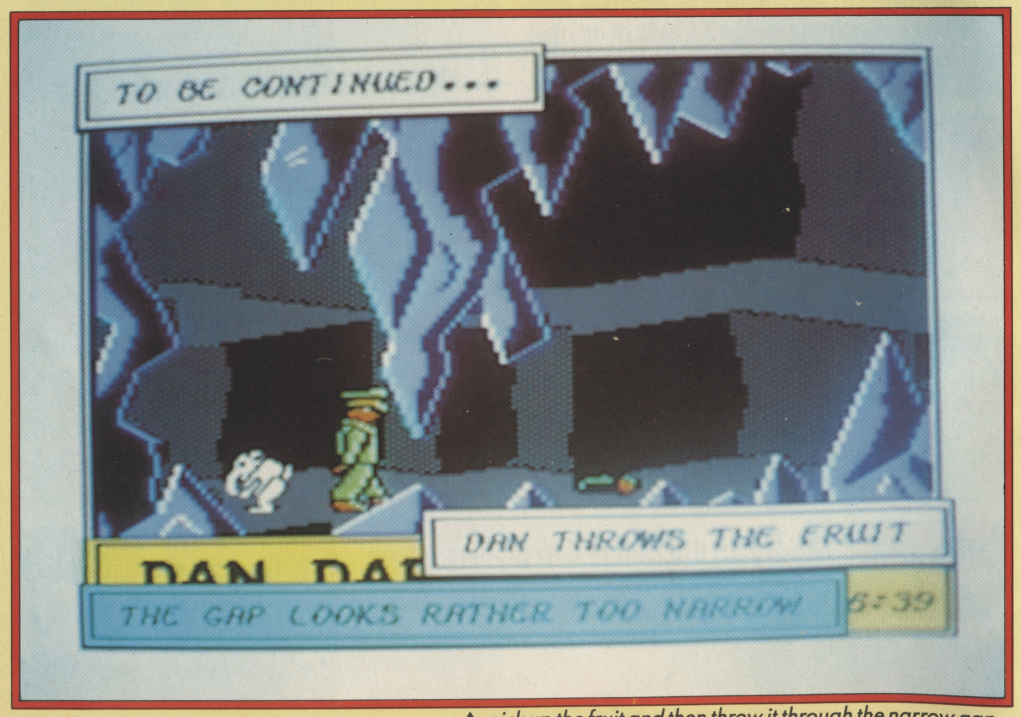
When you climb down to the bottom of them, walk up to the vine on the left and choose the appropriate box to cut if off. Now walk over to the vine on the right and tie the other vine on.

Now walk right and you should be able to see a fruit, walk over to it and pick it up. Go back up the vines and walk right again until you come to the torch.

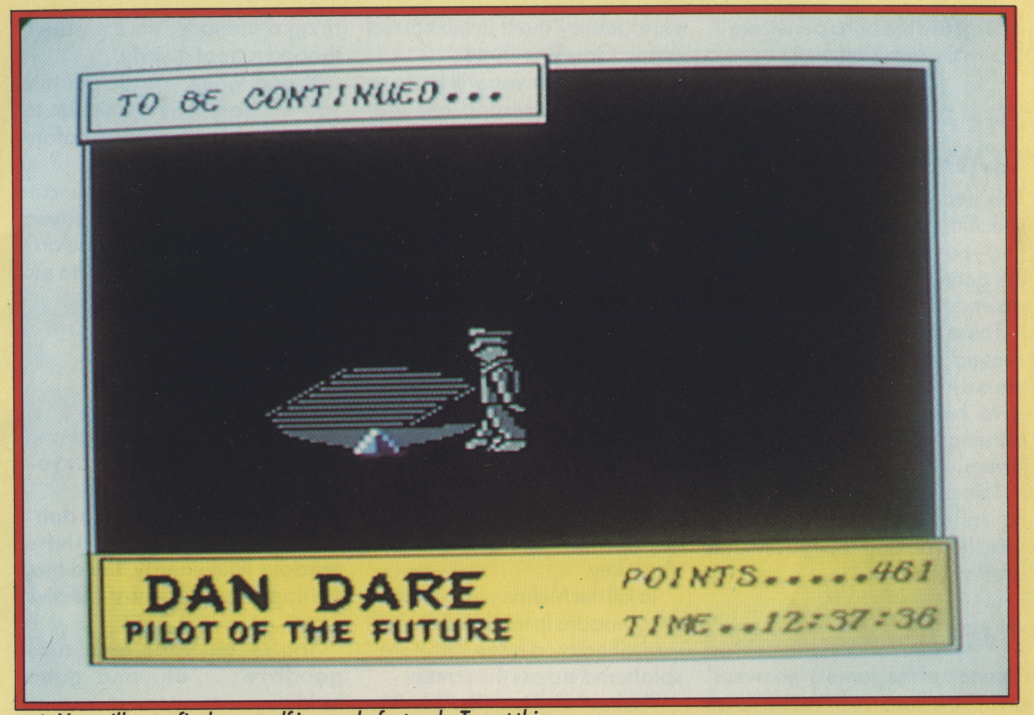
Choose the option "Throw Fruit" and Stripey will then go and get the fruit and pick up the torch on the way. Walk back left and you should find a hatch. Open this. Now you will be in a dark room and obviously you will now "Use the torch".

Walk to the bottom left-hand corner of the screen where you will find an oil can. Take this.

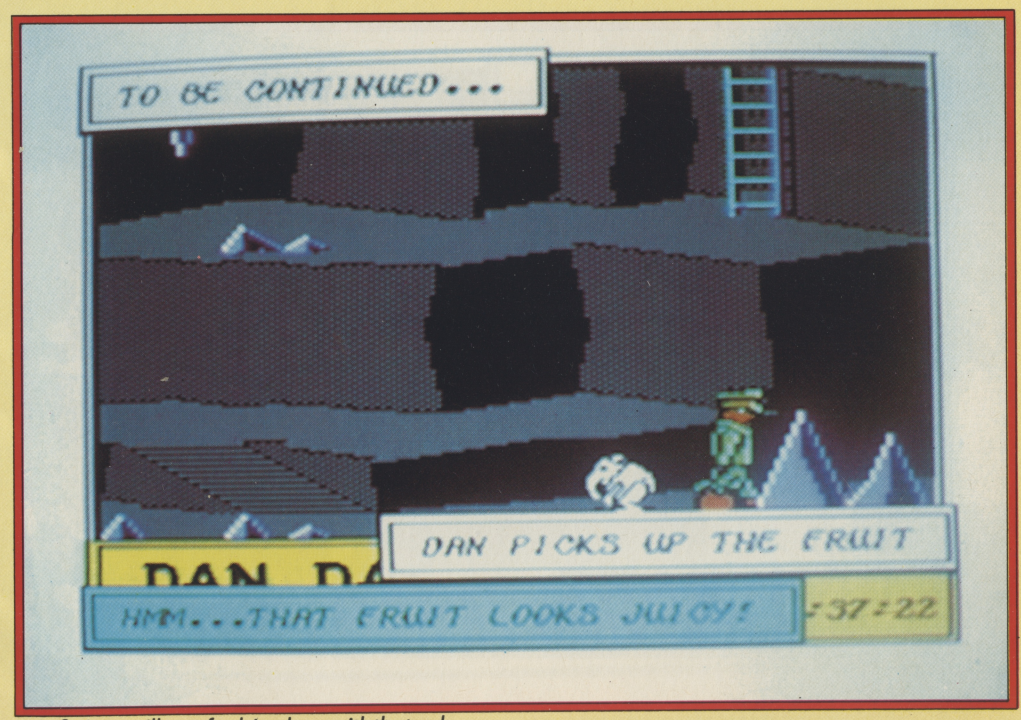
Now return to the top half of the screen and take the rightward exit. Down the stairs and there will be a hatch, before you



▲ *pick up the fruit and then throw it through the narrow gap...*



▲ *You will soon find your self in need of a torch. To get this...*



▲ *Stripey will now fetch it, along with the torch.*

open it use the oil to penetrate it. Down the hatch and into . . .

THE PRISON COMPLEX

This section is too big to give specific directions but in order to find your friends and a way out, the general direction to follow is down-left.

There are many security doors around the prison complex and the only way to get through these is to have a security card — obtainable by decking certain Treens.

This part of the game is tricky so roll up your sleeves and practice boxing on your little brother.

THE LASER

This part of the game is 'no sweat' once you know where the three lasers are, but don't forget you must destroy them in the correct order: One-Two-Three.

The first laser you will find one floor below, the second, one floor up, and the third, two floors up.

Your biggest obstacle by now is time. You should be aiming to be on around 12.45-12.50 when you destroy the final laser. Now its through the door directly below the third laser and off in search of . . .

THE MEKON

You will find him after the bottom-right tunnel.

It is important to have a fair bit of energy left by now or you might as well slam down on the abort key.

To kill the Mekon you must land ten grenades in his dome each hit is certified by a huge "BOOM" splattered across the screen.

The best way to defeat him is to walk in his line of fire ONLY when firing a grenade, once it's been lobbed retreat quickly.

If and when you defeat him you will be given two minutes to get back to the Anastasia before the inevitable happens.

But . . . remember, you can only escape if you have saved your friends. Dan Dare wouldn't be Dan Dare if he left them to die now would he?

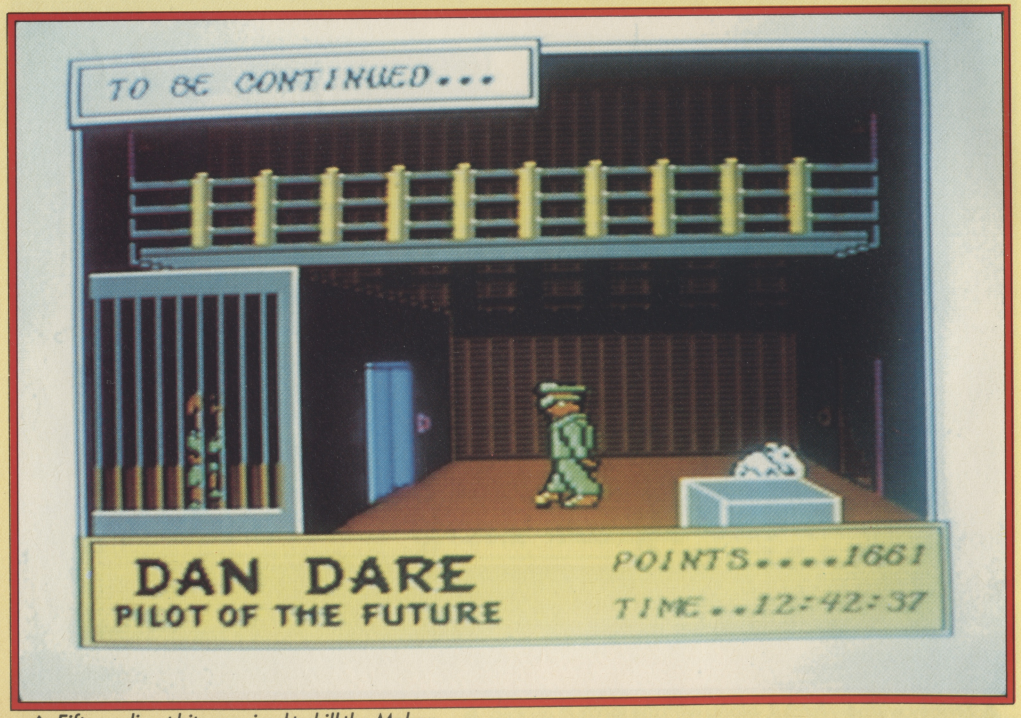
GENERAL TIPS ON GAMEPLAY

Find your way around first and make a map if necessary as you only have a little time.

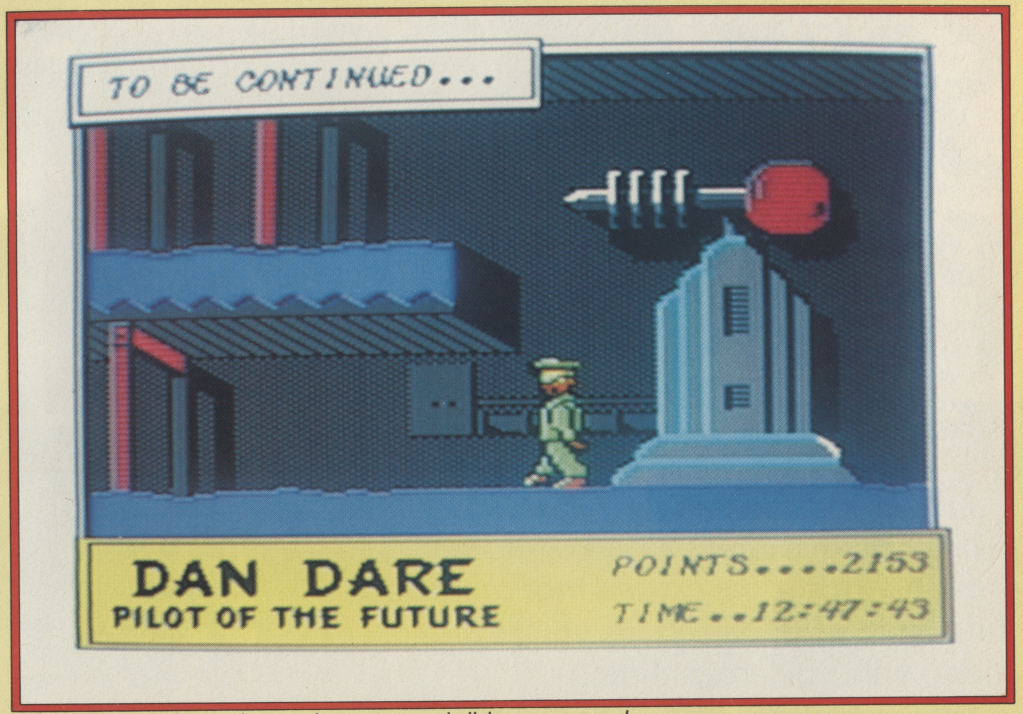
When you're in a scrape don't let up on the joystick, as you have precious little energy. I find that the upper-cut is the most effective move.

You're on your own now goodbye . . . oh, and good luck!

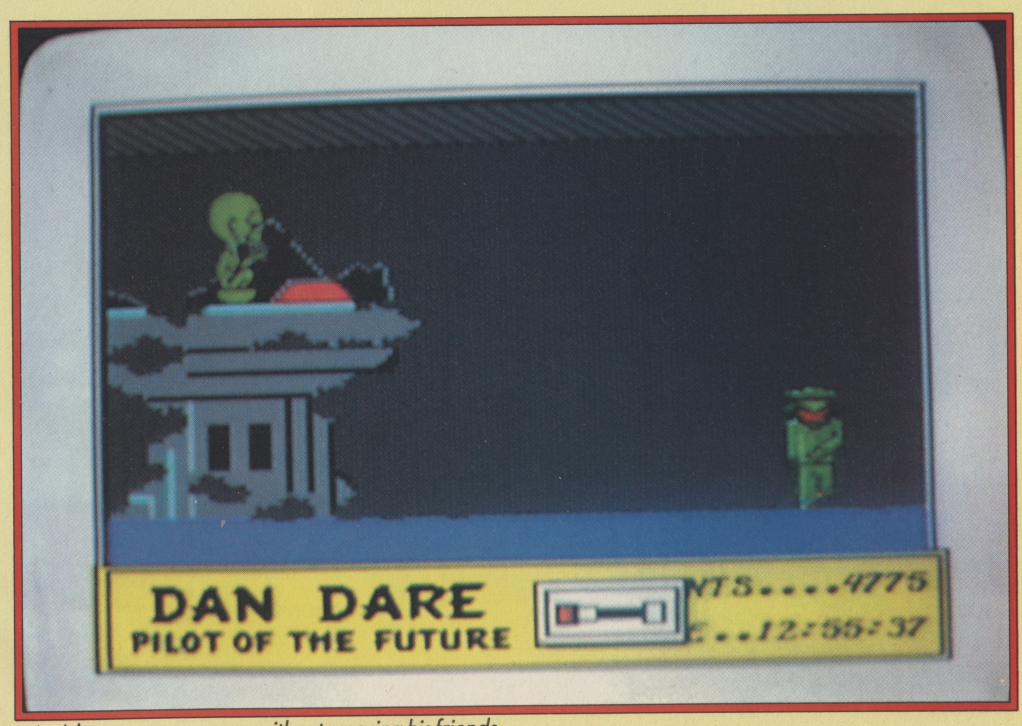
Ferdy Hamilton.



▲ *Fifteen direct hits required to kill the Mekon.*



▲ *Switch on the laser when you have arranged all the vents correctly.*



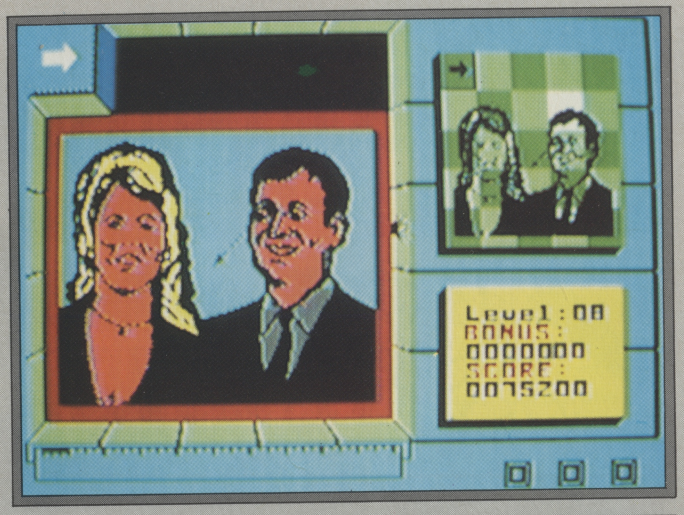
▲ *A hero never scarpers without rescuing his friends.*

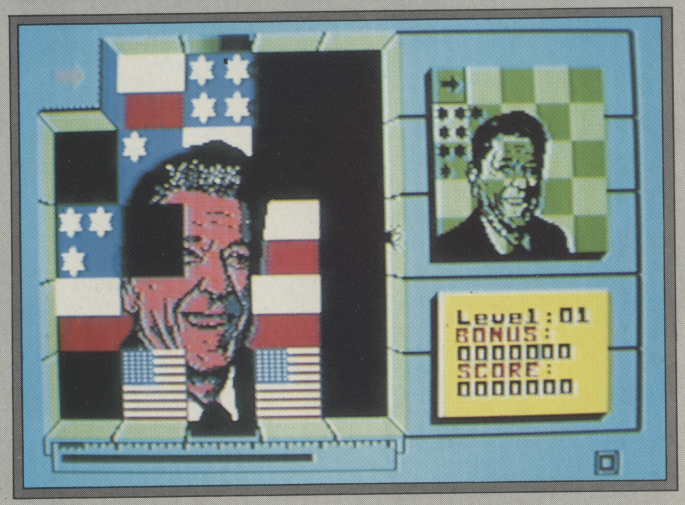
SPLIT PERSONALITIES

Split Personalities is one of those hellishly addictive games that are good fun to play but can cause you to lose sleep until you crack them. Help is at hand.

HOW TO USE THIS GUIDE

The Split Personalities playboard has been split into a grid with each play space numbered. The numbers in this guide refer to the 'space' — not the piece.





BONUS TABLE

	Points	Sheets
Bombs = Taps	5,000	All sheets
Lips = Guitar	6,000	Mick Jagger
Dennis = Drink	2,000	Margaret Thatcher
U.S.A. flag = Russian flag	1,500	Ronald Reagan
Grey Gun = Bullet	X2	All sheets
Dollar sign = Pound sign	4,000	Alan Sugar
IQ = C5	3,500	Clive Sinclair
Parrot + Small or Green Gun	4,500	Humphrey Bogart
Ears + Hairdryer	5,000	Charles and Di
Playboy Sign = Bracelet	5,500	Andy and Fergie
Diamond = Diamond	Extra Time	All sheets
Button = Mushroom Cloud	1,000	First two
Labour = Tory	2,500	Margaret Thatcher
Hand = Labour	2,500	Neil Kinnock
Diamond necklace = $ bills	6,500	Marilyn Monroe

PLAYING THE GAME

When you start the game always leave two pieces at the top right hand corner of the playboard — 3 & 4. This will allow you maximum time to eject bombs. As soon as you have the bottom row assembled try and cover spaces 19 & 14 — this will block the Electrode which restricts your freedom to manoeuvre. Once you become fairly good at solving the sliding-tile face puzzles you will want to start improving your high score with bonuses. (See Bonus Table). The best tip here is to save the Grey Gun and the Bullet till last as throwing these together doubles all the bonuses you've earned so far on that sheet.

As a general rule don't keep pieces you don't need on the screen as this reduces the amount of space you have to earn bonuses in.

PLAY GRID

	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

TEN FAMOUS PEOPLE

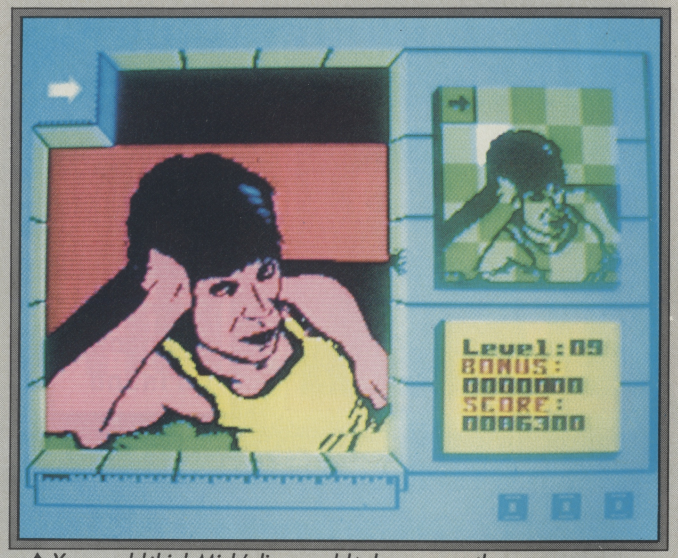
There are ten levels of play: Ronald Reagan, Margaret Thatcher, Neil Kinnock, Clive Sinclair, Alan Sugar, Humphrey Bogart, Charles & Di, Andy and Fergie, Mick Jagger and Marilyn Monroe. ▶

Each screen has its own bonuses. The further you get the bigger the bonus and the more frequently they occur. When you get to levels nine and ten — Mick Jagger and Marilyn Monroe — they become a real hazard as you struggle against time to complete the main task of solving the face puzzle.

These last two levels require completely different techniques to their predecessors.

MICK JAGGER

Fill spaces 20 and 24, then 21, followed by 23 and 24 in that order. When you have done this fill space 5 next as there is an Electrode that needs blocking. You may be tempted to leave this space until later but in my experience this only leads to last minute re-arranging. The rest should be straightforward once you have these spaces covered.

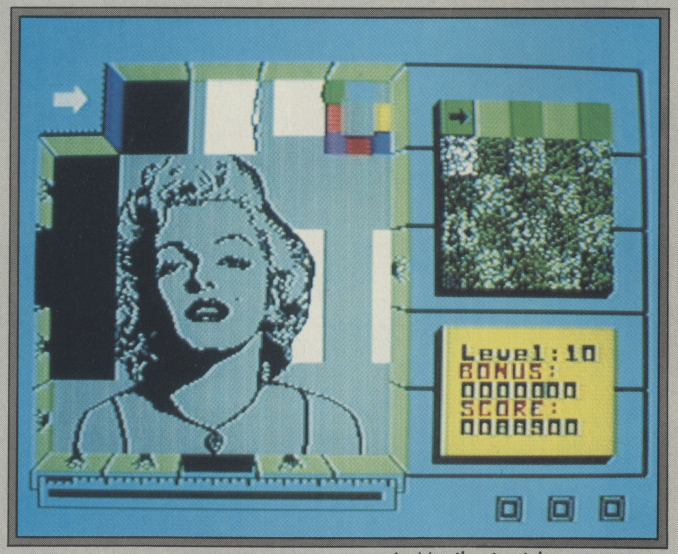


▲ *You would think Mick's lips would take up more than one square.*

MARILYN MONROE

Very much tougher than any of the previous faces. Make one mistake and you will have to start again. Cover squares 3 and 4 first with their correct pieces. Now flick through the pieces until you find the piece for square 5. Now move pieces 3 and 4, one by one to 20 & 21 (via 24), then bring the piece for square number 5 to square 4 and down to 24. Now transfer the piece on square 21 back to square 4 (via square 1). When you have done this move the tile on square 20 back to square 3 (via 23). Move tile 5 from square 24 into place (via square 20). Now place the appropriate tiles on squares 10, 15, 20, 21, 22, 23, 24, using the same process. Repeat for the pieces that belong on squares 16, 17, 18, and 19 but instead of using squares 21, 22 and 24 use 16, 17 and 19. You must transfer piece 11 from No. 1 instead of 14 as you will knock out the piece for 10 and have to start again. The rest of the pieces will fit in easily once you get this far. Easy isn't it?

Now you have completed the game you can go for good scores using all bonuses and saving on time. See if you can beat 432,900.



▲ *Marilyn is tricky to complete. Read the instructions left in conjuction with the Play Grid on the previous page. It is rumoured that more faces are to follow from Domark in a sequel. Any suggestions.*

Felix Hamilton

IridiS alfa

BASIC GAMEPLAY

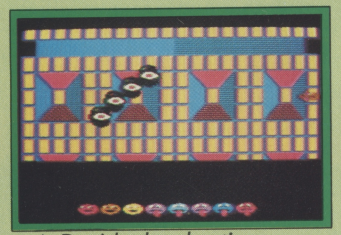
It is difficult to give tips on a game that depends largely on fast reactions and quick thinking. However, there are some general guidelines that we have discovered in the Yak's latest offering that I think you will find useful.

Overloading This is a common cause of death. It is all too easy to be faced with a weak wave of enemies, think "yee-ha, let's go", blow everything away, and die of an energy overdose. It is thus advisable to do most blasting close to the edge of the Core, so energy can be quickly stashed. If, however, the Core is out of reach, a tree will do, provided you can land properly and stay still for long enough. If neither is available, you'll have to crash into a few enemies. The energy will be wasted, but its better than dying.

Entropy This is a real pain. Keep a constant watch on the two Gilbies in the bottom left hand corner. If either is a dark colour, transfer immediately. When "entropy" gets really bad, the screen will go stroboscopic — and it is even harder to see what is going on. (Great, thanks a bundle Jeff). However, there is a clever little trick you can use. When entropy is at a dire level, fly through WARP GATE — this resets both entrophy levels. (You may end up on a different planet, but again its better than death).

THE BONUS PHASE

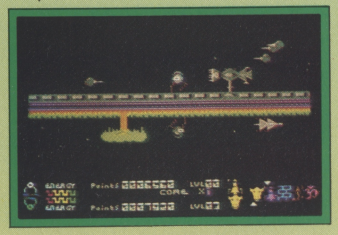
This can be absolute hell. Gilby is frequently about as controllable as a paper aeroplane in a tornado. The hardest obstacle is a two-square wide tunnel. When faced with LET GO OF The Joystick and wait until Gilby settles down (this may take a while) then use brief taps on the stick to line yourself up. Don't bother shooting the eyeballs — the point bonus is pathetic. HINT FOR FIRST LEVEL — just roll to the left side and peg it up the screen as fast as possible. **LICKER SHIPS** are ghastly. They first appear on wave 3 and crop up later in the game — they are unique in that they cling on to you and drain your energy. If one grabs you, fly in the opposite direction and wriggle the joystick madly. You should break free.



▲ *Don't bother shooting eyeballs — they aint worth it.*

The Gilby walks along the planet surface. Points are lost by standing

▼ *still*



HOW TO DEAL WITH THE FIRST BATCH OF LICKER SHIPS

You will notice that these so and so's start off as little flashing squares, and only change to faces once you shoot them. The trick is to fly left, fire backwards at them, then run left again to escape them. NEVER EVER FIRE FORWARDS. If you land on the core, just keep running, and slow down briefly if it looks like a ship will hit you. It is also a good idea to store some energy in the Core earlier on and pick it up once the "Licker" ships have knocked the hell out of you. The SECOND batch of Licker's appears on the bottom planet, and is far harder. Tactics as above, except it is NOT safe to run along the ground. There is also the problem of ENTROPY — you may notice that, unlike other enemies, the Licker Ships do not leave little flashing circles when destroyed. It is thus IMPOSSIBLE to transfer. Thanks again, Jeff... (Do not dispair use the Warp Gate trick!)

If you feel like battling for hours on only one side of the planet, then transfer to the other side when entropy gets bad, then straight away transfer back again. It takes no more than a second to rest the entropy level.

A FINAL NOTE

As with most Jeff Minter games it helps to play very loud rock music in the background. Try it for yourself! (Especially recommended — Run D.M.C. or Dire Straits).

Adrian Bott

PARALLAX

Phew, gasp, gag, choke. In all my years of gaming I have NEVER encountered a game so mindbendingly frustrating as this 'un. In fact, I honestly thought I wouldn't be able to finish it in time for this issue of Play to Win (Me too. Ed.) Thanks to about nine gallons of Nescafè and several sleepless nights I am proud to present the complete solutions to all five levels. I just hope you lot apreciate this.

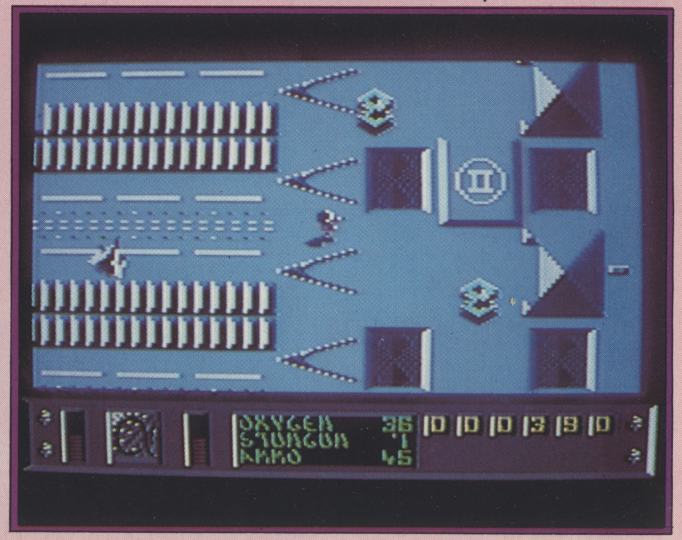
LEVEL ONE

Pick up a scientist, some survival packs and some money from the hangar immediately below you. (An additional hint — after leaving a hangar, get back into your ship, and get out again, and go back into the hangar. All the contents will have been reset). Put the shields on and keep them that way. Don't worry about running out of fuel — you get a full tank whenever you buy a Bonanza Pack. Incidentally, shields seem to have very little effect, but its best to be safe. The Central Computer is down and to the right. I obviously can't give precise directions, but its not that hard to find. The password is STACK. To get to the next level, fly right until you reach the wall, then up and through a hole to the right, then down and along the bottom wall, flying through the gap. The screen should now go green.

LEVEL TWO

Keep flying down and left, until you see a long series of opening and closing traps to the left. (Just beneath the Black Holes). Fly through them, keep going left through another set, and carry on until you find, an enclosed area with openings at the top and bottom. Got it? Good. Fly in and pick up a scientist from one of the hangars. The Central Computer is located on the strip second from the left. The password is JEWEL. Once this is done, fly out. Increase your ship's speed by flying through a Black Hole — this will be very useful later — then fly to the teleport. The entrance to level 3 is in the bottom right hand corner of the new area. Keep going down, then left. The screen should go blue once you enter.

Always keep your shields on in Parallax — even if they are not that effective ▼



LEVEL THREE

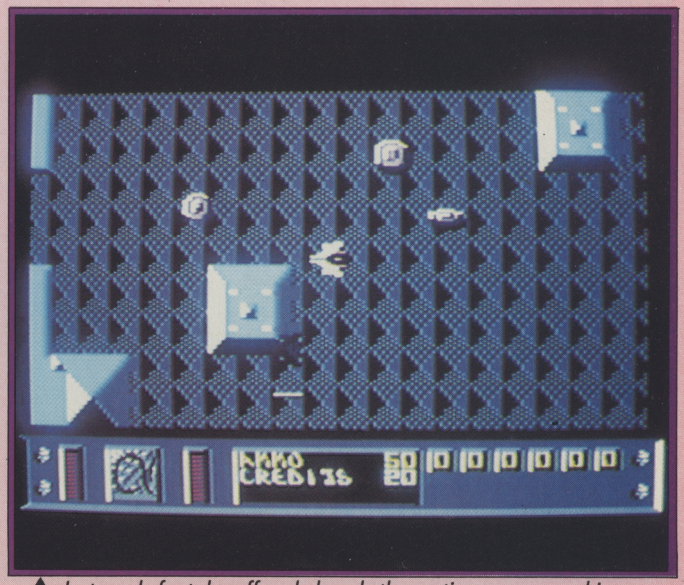
WARNING — Be prepared to be stuck on this bit for ages. You should notice a large, nasty-looking trap to the right. Don't worry, it gets worse. The key to 'doing' traps is:-

1. Turn in tight circles by keeping the joystick pressed left or right.
2. Keep fire button pressed to deal with aliens.
3. Release joystick at the right moment — you must be COMPLETELY CENTRAL, FACING STRAIGHT.

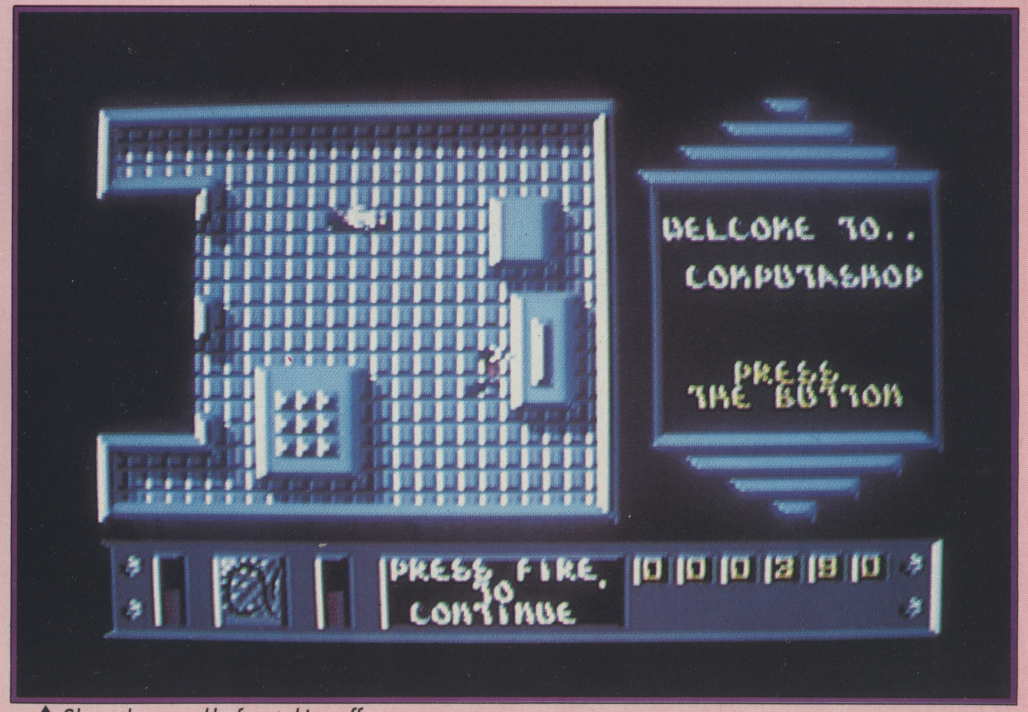
Try to time it so that you enter the trap on your third bounce. If you glance off at an angle, ABANDON THE ATTEMPT — retreat and try again.

ALWAYS fly at a trap when it is almost, or completely, closed. Never fly in when it is opening or closing.

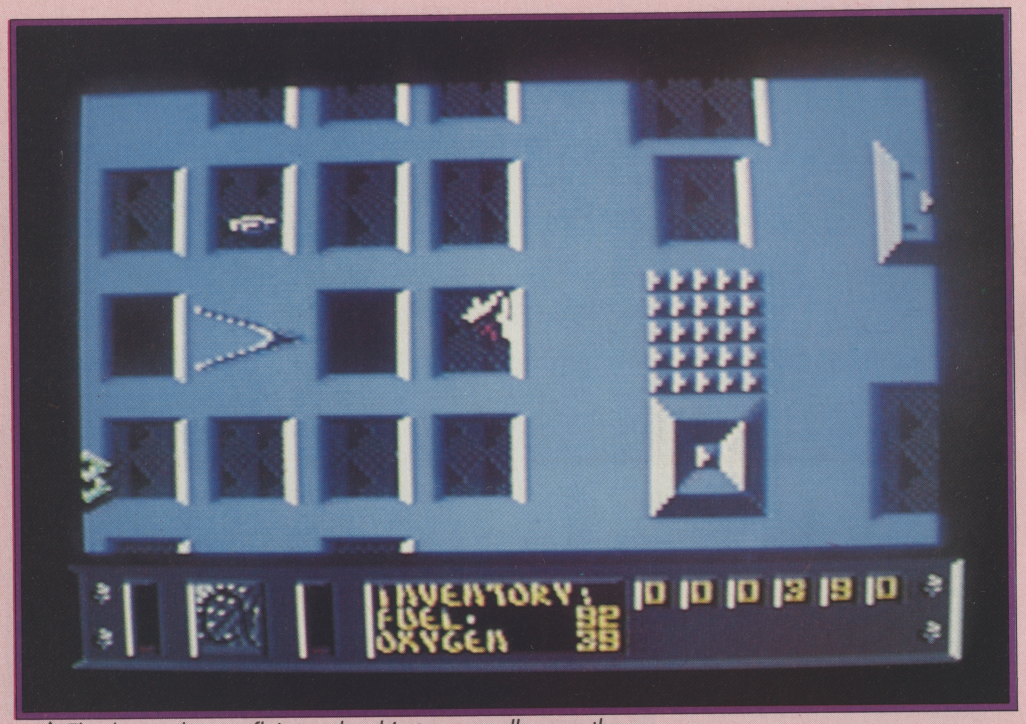
Fly through two sets of traps (You did remember to speed your



▲ *Just ready for take-off and already the nasties are encroaching.*



▲ *Shoot the guard before taking off.*



▲ *The ship can be seen flying under objects as as well as over them.*

▲ *The screen turns green when you enter level two. The password is STACK*

ship up, didn't you? If not, so long buddy.) and then into the transporter. If you like, fly backwards through a Black Hole to slow your ship down again, and make it more controllable. Keep flying back into the teleporters you come out of, until you reach an area with two of them next to each other. Here, fly down until you hit the wall, then right. When you reach the Black Holes, fly in. The Central Computer is in the middle of a cluster of buildings to the right — it is dammned difficult to land with-out destroying your landing gear. Pick up a scientist, replenish your supplies if they are low, and enter the Central Computer. The password is PARCH.

Fly through trap to right and into Black Hole. Don't be surprised if you're killed for no reason. It happens. Sorry, it's not my fault. Fly right through trap and into transporter. Slow ship down if you like, then fly through right hand transporter, through trap to right, into Black Hole, through trap to your right (Don't try to land on the hangar!) through second trap, down and into transporter. If you can achieve all that, hearty congratulations.

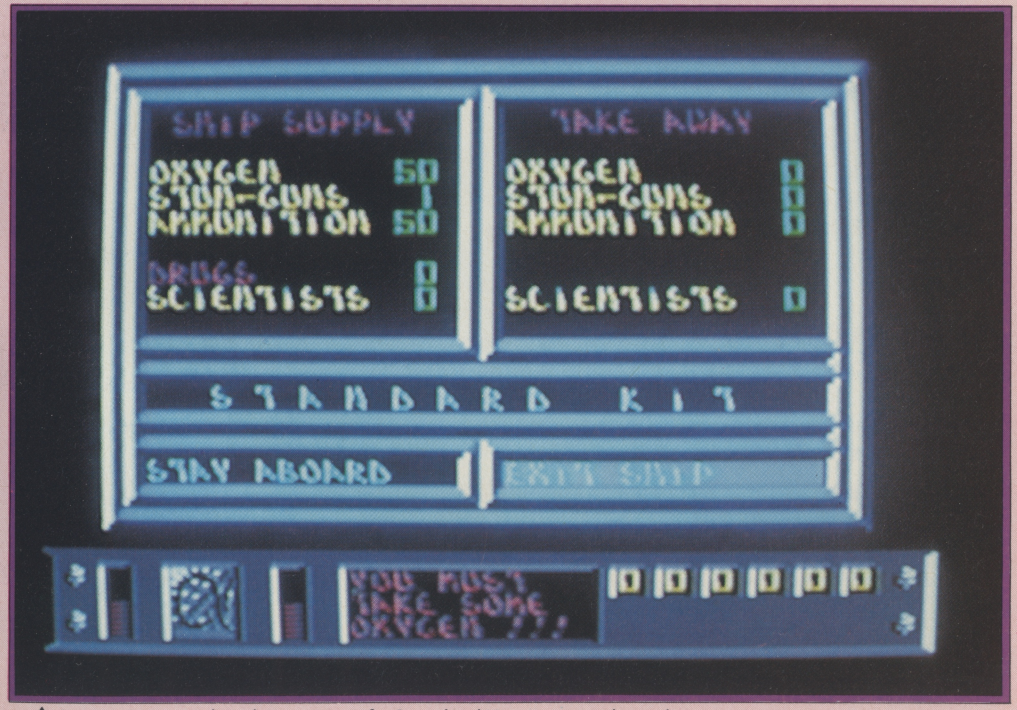
LEVEL FOUR

This level is so unbelievably EASY that I wonder if the levels weren't placed in the wrong order. Pick up a scientist, and fly to the bottom left hand corner, which is quite far away as this level is very big. The gap below you is the next level — the Central Computer is directly above it! The password is SALON.

LEVEL FIVE

Keep flying right immediately after entering the level. Go round the corner when you reach it, and enter a series of one-way black holes and traps. The first is reasonably easy. One trap, however has solid blocks in front of it — you have to fly under them to make it through the trap. Good luck. Watch the scrolling — you'd see if you glance off at an angle. The last black hole should only be flown through when the trap is *NOT* CLOSED — if it is, you get smashed into it and die. Assuming you don't, you now enter a new area. The Central Computer is in the middle of an absolute mass of solid blocks — you have to get in from beneath. There is an entrance, but it's hard to line yourself up with it. Once you've got a scientist, go there — the password is GLOBE. Now go to the right hand wall, and look for a gap. Through this you will notice a long, thin trap — simply fly up the narrow gap beside it, then through and into the transporter. Go back into the transporter and — YOU'VE DONE IT. Good game, shame about the ending.

Adrian Bott



▲ *Inventory screen lists the contents of a Standard Kit — essential supplies.*

INFILTRATOR

Identification-names (flight sim.);

Allied:

WHIPPLE	GEOFF
HAYMISH	DWEEZIL
GIZMO	GOMER
SETH	

Enemy:

BOOMER	BUZZ
SCUM	WEASEL
ZIPPY	KOMIE
RHAMBOW	RATTIE
NAPLES	

After the successful landing:

Mines:

—There are no mines on the first mission.

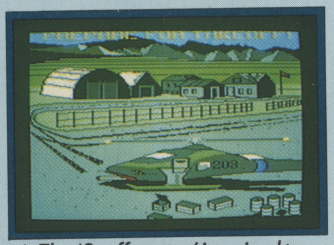
—On the second mission there are mines only around the chopper.

— There are mines only around "important" things (e.g. the radars, or what they should look like) on the third mission.

In the base;

—Yellow Uniform. Wear it and the guards won't ask you for your papers if you don't get too close to them. You can even search through

▲ *Jimbo prepares to take off — confident now he's got this guide.*



▲ *The 'Snuffmaster' is poised to give the Mad Leader a rough ride.*

the room, they won't complain.

If they want to see your papers, your papers will never be in order when you are wearing the yellow uniform.

—Security Room. You may insert the security card without a complaining guard even if you are wearing the green uniform.

—Grenades A maximum of fifteen.

THE MAP

Each building has a "name" e.g. 1B, 2A (1) or 3B (2).

—1B means building B in the first camp (first mission).

—2A (1) is the ground-floor in building A in the second camp.

—3B (2) means the first floor in building B in the third camp.

Locations for each building;

First Camp:

—1A is on the first screen, by the entrance to the camp.

—1B (by the control tower) "west" from 1A.

—1C "west" from 1B.

—1D "north" from 1C.

—1E "east" from 1D, but go first through the gate.

Second Camp:

—2A "south" from the chopper.

—2B "south" from 2A.

—2C "west" from 2A.

—2D "west" two screens from 2A, but go first through the gate.

—2E "north" from 2D.

Third Camp:

—3A "east" two screens from the chopper.

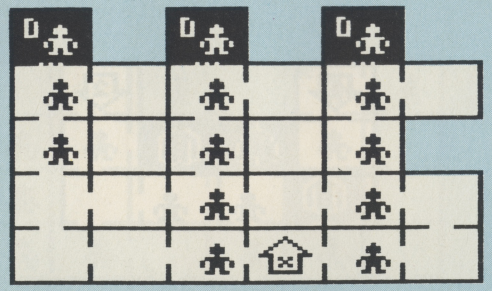
—3B "south" from 3A.

—3C "south" from 3B.

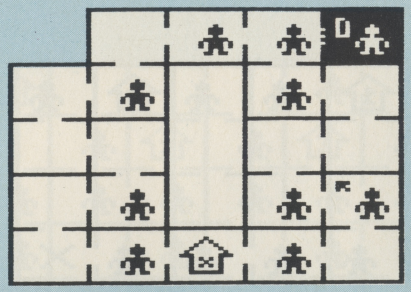
—3D "west" from 3C.

—3E "west" from 3D.

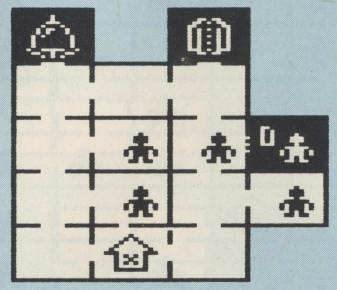
- Important room
- Locked door
- Lift up to exit
- Lift (2) up
- Lift (2) down
- Alarm central
- Security room
- Exit
- Guard
- Security card
- Ammunition
- Laboratory / Control panel
- Invisibility pill
- Document
- Yellow uniform
- Phineas, the captured scientist



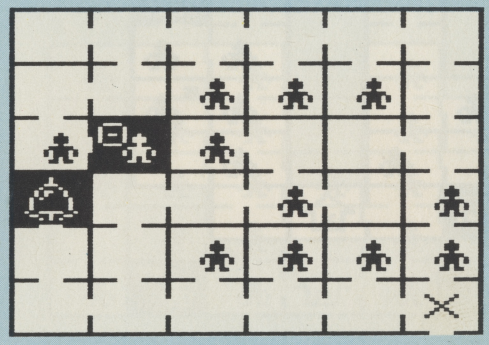
BUILDING 1A



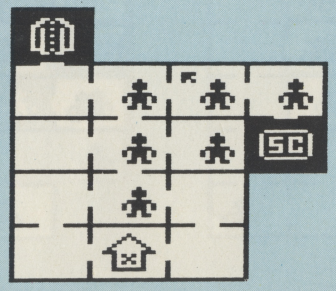
BUILDING 1B



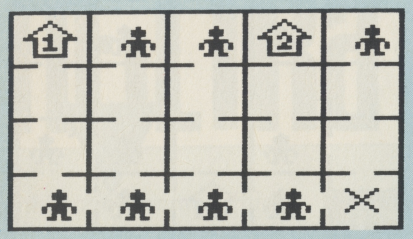
BUILDING 1C



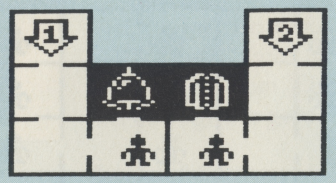
BUILDING 1D



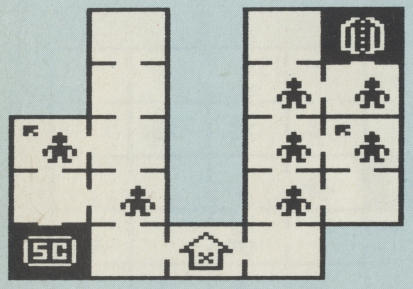
BUILDING 1E



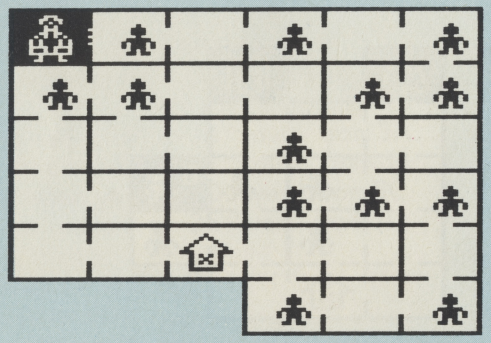
BUILDING 2A(1)



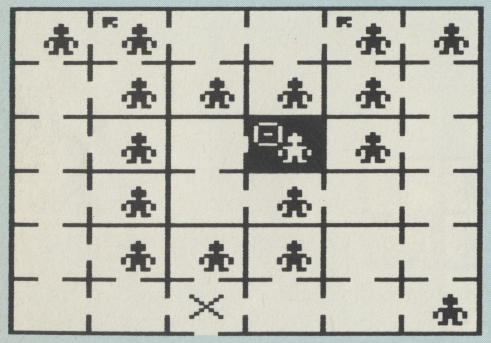
BUILDING 2A(2)



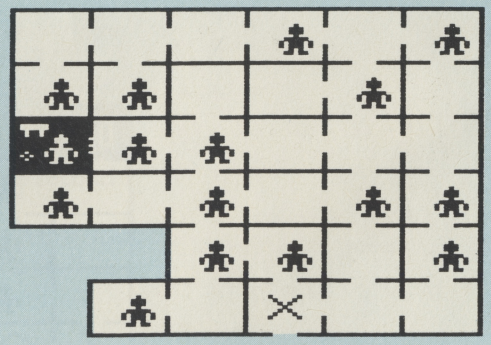
BUILDING 2B



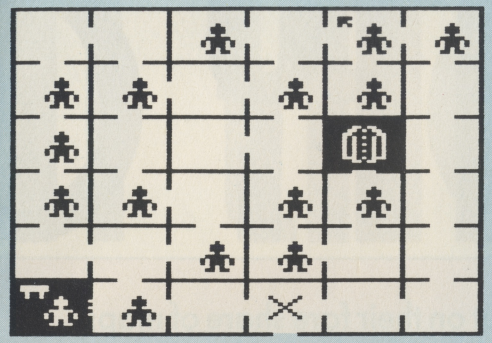
BUILDING 2C



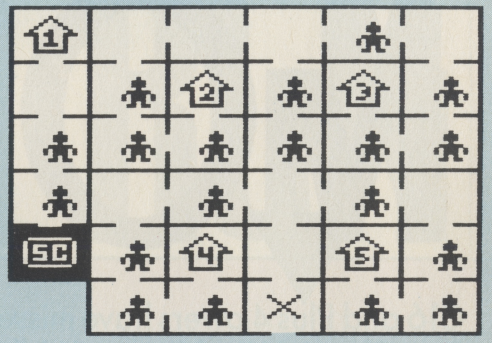
BUILDING 2D



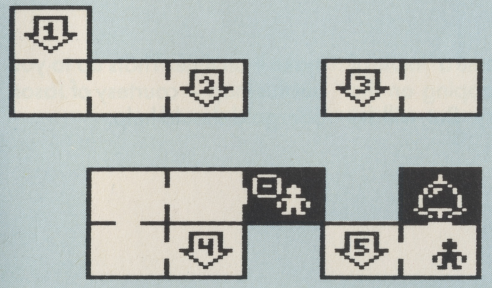
BUILDING 2E



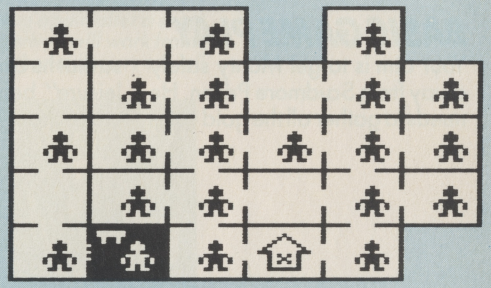
BUILDING 3A



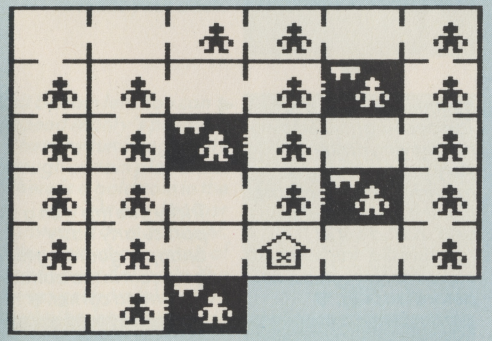
BUILDING 3B(1)



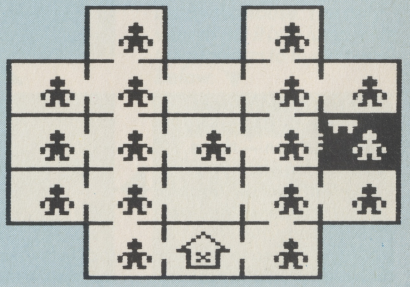
BUILDING 3B(2)



BUILDING 3C



BUILDING 3D



BUILDING 3E

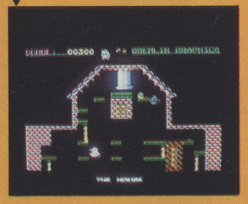
MONTY ON THE RUN

C16 and Plus 4 owers have missed out on their fare share of maps from Play to Win this year. Well take heart for that is about to change. We are proud to present our first major C16 map — the excellent Monty on the Run. Watch out for more hints tips 'N maps in Play to Win every month.

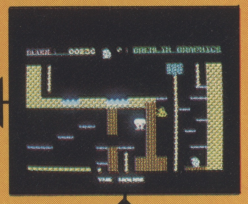
BASIC GAME PLAY

Your aim is to get Monty safely away from Scudmore Prison. He needs to gather all the gold coins so that he can become a "mole of leisure" before hopping on the cross-channel ferry. But will he make it on time. Thats up to you but this map — courtesy of Jason Shergold should help.

There is a gold coin here — to the left of the 'Snapper.' The way to get through these snapping pillars is to dash through just as it is opening again after a snap. This method will work from most other snappers as well.

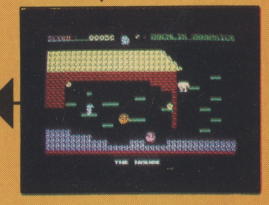


Up the ladder and across the top. Timing is required here to get past the moving duck and get the coin. Just study the duck's movement to work out the best moment to make your dash.

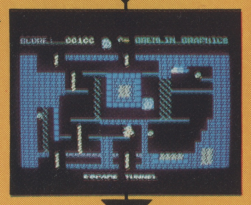


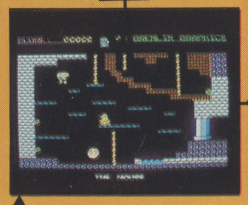
START HERE

The entrance to the house. Beginners should ignore the gold coins and just try to find their way around. The trickiest coin to get is the one on the top right hand corner inside the house. The only way to get it is to jump from the platform to the left and below.



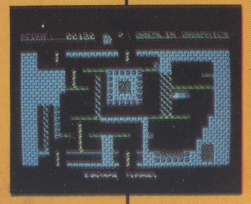
Exit bottom left. You can speed Monty's progress here by tumbling safely through certain platforms. There is a gold coin in the top right hand corner protected by a Snapper. Follow instructions at top of house to beat Snapper. You can also get from this screen into the Tree Stump (not shown) where you will find more gold.

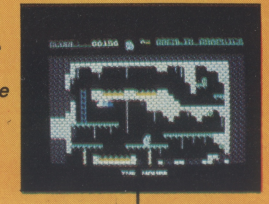




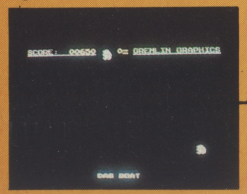
This screen contains a secret passage into the top of the house. Jump from the top rope on the extreme left. This will take you through the wall to the top of the house where more gold is stashed.

Very similar to screen above. Again use tumbling to speed up.

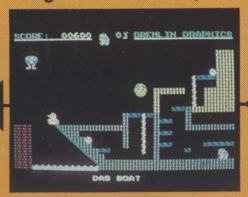




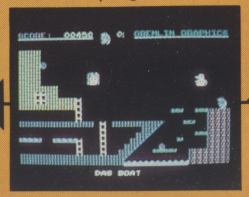
The sea at night looks pitch black. Be careful on this screen — there are hidden traps you may find yourself unable to get back onto the boat if your eagerness for gold takes you to this screen before the time is right.



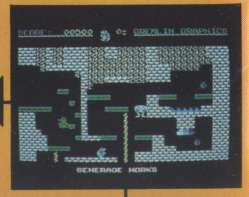
Exploring the boat will pay off. This is also your escape vehicle when all the gold is stashed.



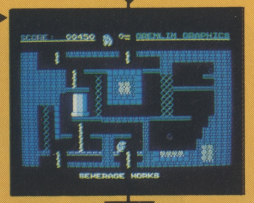
Beginning of Das Boat. The deck is guarded by two moving nasties. Very precise timing is required here to get past them. If you are just a split second out its curtains. So, study the movement for some time before leaping.



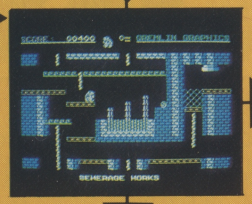
Tricky one this with a particularly nasty Snapper guarding the gold coin in the bottom right hand corner.



Another easy screen this one. Just one Snapper to beat to get the gold. Don't forget you can use the trellises as well as the ladders.

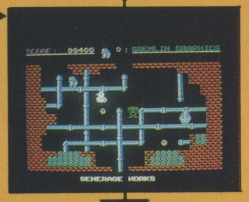


You are going to need to jump onto the pipe on the extreme left at the centre of the screen. This require a very precise jump — so take care. There is nothing to the left as you can see from the map.

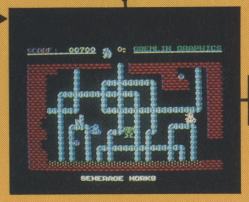


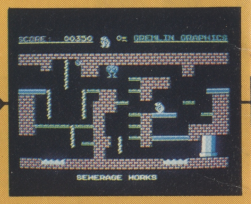
You can really swing around the pipe work in the Sewerage Works

Prettiest screens in the game and also the easiest.

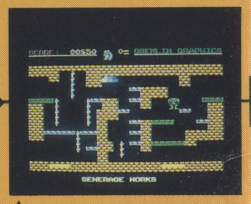


More pipe work but slightly more difficult. Just one exit in the bottom right hand corner. You need to jump into this — timing you leap to miss the moving duck.



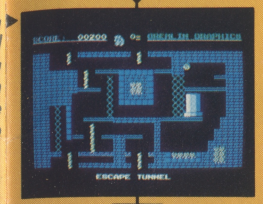


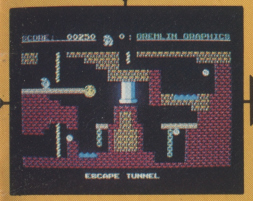
Take the top right hand exit. This enables you to avoid the Snapper. Take care with the ropes as there is water below and the green platform may not catch you should you fall.



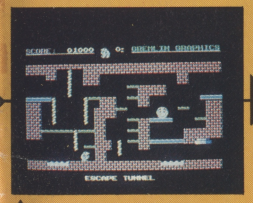
The bottom screens are all fairly tricky — with tough layouts and viscious Snappers. The exit is bottom right — but first you have to get past the Snapper.

Moving nasties and a mean Snapper will attempt to stop you collecting the gold on this screen. Down to the Secret passage. Up towards the house.



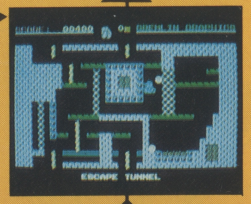


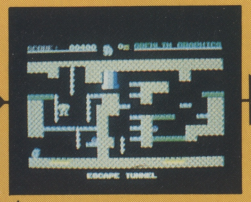
There is a secret passage here — through the wall in the bottom right hand corner. To get into it stand on the bottom of the screen, walk right, and jump. To get to this point fall off the rope (top left). This make you crash through the yellow platform. Walk right and leap — timing your jump to avoid the nasty. Dodge the Snapper and make for the secret passage described above.

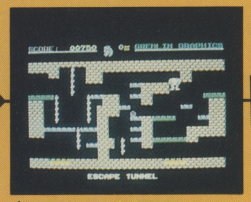


The Snapper on this screen is the toughest in the game — lighting fast. When travelling from right to left avoid it by taking the top route. You have to get past it though if you need to travel back the other way. To do this keep dodging in and out of the screen to the right until you spot the Snapper closing — then make your dash.

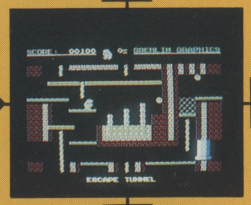
A simple screen en-route to the icy basement of the house. Take with ropes — there is one potential nasty fall in the top left hand corner of the screen.

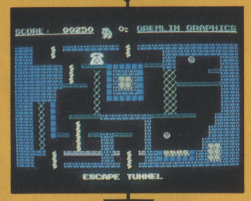


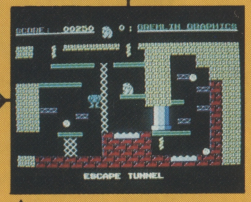




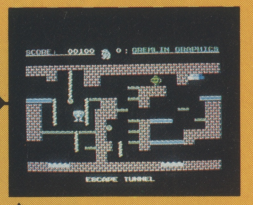
Nothing much to worry about here. Use the ropes to exit top right. Be careful of falling off the ropes — you may crash through the green platform into the water.







The corner piece is good landmark. There is a gold coin here, well stashed behind a Snapper with some killer water below. Difficult but satisfying.



Leads nowhere this screen — but it does have some cleverly stashed gold. Care is required with ropes. The Snapper is made more difficult by the spinning top.